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## WHAT IS CLAIMED IS:

| 1 | 1. A method for rendering a texture onto a surface of an object |
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| 2 | model represented with a three-dimensional model, comprising:   |

dividing texture data into a plurality of texture lines each having a width of one dot and a length equal to the number of dots in one side of the texture:

supposing a stereoscopic object, based on each of said plurality of texture lines, by projecting the texture line in a light traveling direction from a virtual light source while possessing color information from an arrangement relationship between the texture line, the object model and the virtual light source in a three-dimensional space; and

defining an intersecting part between the stereoscopic object and the surface of the object model as a region for rendering the texture line, and rendering the stereoscopic object on the defined region.

- 1 2. A method for rendering a texture according to claim 1, wherein said texture lines are parallel to either side having a greater 3 number of dots among a vertical side and a horizontal side of the texture.
- 1 3. An entertainment apparatus for carrying out a rendering 2 process, comprising:
- 3 means for storing object data represented with a three-dimensional

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4 model and texture data to be rendered onto a surface of the object;

means for dividing texture data into a plurality of texture lines each having a width of one dot and a length equal to the number of dots on one side of the texture;

means for supposing a stereoscopic object, based on each of said plurality of texture lines, by projecting the texture line in a light traveling direction from a virtual light source while possessing color information from an arrangement relationship between the texture line, the object model and the virtual light source in a three-dimensional space; and

means for defining an intersecting part between the stereoscopic object and the surface of the object model as a region for rendering the texture line, and rendering the stereoscopic object on the defined region.

- 4. An entertainment apparatus according to claim 3, wherein
- said texture lines are parallel to either side having a greater number of dots among a vertical side and a horizontal side of the texture.
  - 5. A storage medium readable by an information processing apparatus, having recorded therein a program for causing the information processing apparatus to execute a rendering process, said program comprising:
- storing object data represented with a three-dimensional model
  and texture data to be rendered onto a surface of the object;
- dividing texture data into a plurality of texture lines each having a
  width of one dot and a length equal to the number of dots on one side of

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| 9 | the | texture, | , |
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| 10 | supposing a stereoscopic object, based on a plurality of texture            |  |  |
|----|---|--|--|
| 11 | lines, by projecting the texture line in a light traveling direction from a |  |  |
| 12 | vertical light source while possessing color information from an            |  |  |
| 13 | arrangement relationship between the texture line, the object model and     |  |  |
| 14 | the virtual light source in a three-dimensional space; and                  |  |  |
| 15 | defining an intersecting part between the stereoscopic object and           |  |  |

defining an intersecting part between the stereoscopic object and the object model as a region for rendering the texture line, and rendering the stereoscopic object on the defined region.

- 6. A storage medium according to claim 5, readable by an information processing apparatus, having recorded therein a program, wherein
- said texture lines are parallel to either side having a greater number of dots among a vertical side and a horizontal side of the texture.
  - 7. A program for causing an information processing apparatus to execute a rendering process, comprising:
- storing object data represented with a three-dimensional model and texture data to be rendered onto a surface of the object;
- dividing texture data into a plurality of texture lines each having a width of one dot and a length equal to the number of dots on one side of the texture;
- supposing a stereoscopic object, based on each of said plurality of texture lines, by projecting the texture line in a light traveling direction

from a vertical light source while possessing color information from an arrangement relationship between the texture line, the object model and the virtual light source in a three-dimensional space; and defining an intersecting part between the stereoscopic object and the object model as a region for rendering the texture line, and rendering the stereoscopic object on the defined region.